Randy Huynh

PHONE
+1 (425) 458-8689

EMAIL
ranhuynh@gmail.com

DRIBBBLE
@randyhuynh

PORTFOLIO
randyhuynh.com

Work Experience

MAY 2023 - PRESENT

Visual & UI Designer

Clockwork Labs Remote

Led the design process to establish the brand and visual direction of the Bitcraft UI and marketing, collaborating closely with the Game Director, Art Director, and company CEO to define goals and provided structured feedback throughout the project.

Designed and rendered Bitcraft title graphics and motion for the closed alpha announcement trailer in collaboration with the art team.

MARCH 2021 - JANUARY 2022

Senior Visual & UX Designer

Captain.tv Remote

Collaborated with game asset artists, game designers, and engineers to design the UX and UI for Stream Pirates Alpha and Beta.

MARCH 2016 - JANUARY 2020

Product Designer

Microsoft Redmond, Washington

Contributed as the visual and brand style guide lead for Microsoft Game Stack, defining visual guidelines for digital marketing and physical marketing materials, including signage, merchandise, and booth design for GDC 2019 and Game Stack Live 2020.

Designed the visuals of the Microsoft Game Bar, aligning it with the Fluent Design system.

Conceptualized and designed virtual reality home environment concepts.

JANUARY 2022 - MAY 2023

Senior Visual Designer

Genvid Holdings, Inc. Remote

Directed and produced graphics and branding materials for Genvid, including business cards, brochures, and booth design, in partnership with the CTO and Marketing Director for our presence at GDC 2022.

Led the development of style guides for Walking Dead: Last Mile, Silent Hill: Ascension, and Borderlands: Echovision Live, ensuring brand and visual consistency, engineering feasibility on our web-based platform, and successful execution of user experience outcomes.

JANUARY 2020 - MARCH 2021

Senior Visual Designer

POP Seattle, Washington

Created interactive marketing emails, illustrations, and web pages for prominent clients including Microsoft, Xbox, Intel, F5 Networks, Target, and U.S. Bank.

JULY 2014 - SEPTEMBER 2015

UX Designer

Sinclair Broadcast Group Seattle, Washington

Collaborated with KOMO4 news station to design an internal CMS, Storyline, implemented across 233 Sinclair-owned news properties.

Education

JANUARY 2010 - JUNE 2014

Bachelor of Design, Interaction Design

University of Washington, Seattle

Internships: Designer at Amazon (2013), Designer at Samsung Mobile (2013)

Skills

User Interface Art for Games
UI Implementation in Unity (C#)
Web Development (HTML & CSS)
Brand Strategy & Design
UX Strategy & Design
3D Modeling in Blender
Digital Painting in Photoshop
Motion Design in Aftereffects